

Activity 1: Coding Interests

Name: _____ Period: _____ Date: _____

Purpose

To identify personal interests through conducting an interest activity.

Instructions

- ◆ In the table on the following page, circle any activities that are of interest to you.
- ◆ Count the number of circled activities in each column (identified by category such as R-Realistic) and write the totals in the spaces provided.
- ◆ If there are not two main areas that interest you, ask yourself if the non-chosen activities are "interesting" or "very interesting."
- ◆ Keep going until the top two areas of interest have been identified.
- ◆ Compare your code to the definitions on the following page.

	1	2	3	4	5	6
A	Fix mechanical things	Work on a scientific project	Sketch, draw or paint	Work as a volunteer for a charity	Operate my own business	Operate office machines
B	Take a Woodworking class	Study the stars through a telescope	Play in a band or orchestra	Help others with their personal problems	Serve as an officer of a group	Computer business figures
C	Take an Auto Mechanics class	Solve a mathematical problem	Create photographs	Work as a speech therapist	Supervise the work of others	Take an Accounting class
D	Work outdoors	Investigate a crime scene	Take an Art class	Work as a nurse	Lead a group to accomplish a goal	Take a Commercial Math class
E	Operate motorized machines or equipment	Read scientific books or magazines	Act in a play	Teach children	Read business magazines or articles	Work in an office

Activity: Coding Interests (continued)

	1	2	3	4	5	6
F	Build things	Do a lot of thinking	Design fashions	Teach or train others	Meet important people	Write a business letter
G	Work alone	Use a microscope	Design interiors	Lead a group discussion	Give a talk or speech	Use a computer
H	Tend/Train animals	Do complicated calculations	Read fiction, plays or poetry	Play a team sport	Sell things	Keep accurate records
I	Pitch a tent	Understand physics laws and theories	Attend concerts, the theater, or an art exhibit	Help others resolve a dispute	Promote or spread an idea	Be responsible for details
J	Solve mechanical puzzles	Interpret formulas	Work on crafts	Participate in a meeting	Win a leadership or sales award	Type or use word processing software
K	Plant a garden	Learn about a new subject area	Work according to your own rules	Are good with words and talking to people	Take on a lot of responsibility	Work with numbers
L	Read a blueprint	Use computers	Use your imagination to do something original	Work with young people	Participate in a political campaign	Be very well organized
M	Play a sport	Perform lab experiments	Write stories and poetry	Plan and supervise an activity	Convince people to do things your way	Set up a system for doing something and stick to it
	R _____	I _____	A _____	S _____	E _____	C _____

Coding Interests Explanations

Name: _____ Period: _____ Date: _____

- ♦ The two columns with the most items circled will indicate what your code(s) are.

R _____	I _____	A _____	S _____	E _____	C _____
Realistic	Investigative	Artistic	Social	Enterprising	Conventional

R = Realistic

Mechanical and athletic abilities; likes working outdoors with tools and objects; prefers dealing with things rather than people.

I = Investigative

Math and science abilities; likes working alone and solving complex problems; likes dealing with ideas rather than people or things.

A = Artistic

Artistic ability and imagination; enjoys creating original work; likes dealing with ideas rather than things.

S = Social

Social skills; interested in social relationships and helping others solve problems; likes dealing with people rather than things.

E = Enterprising

Leadership and speaking abilities; likes to be influential; interested in politics and business; like to deal with people and ideas, not things.

C = Conventional

Clerical and math ability; prefer working indoors and organizing things; like to deal with words and numbers rather than people or ideas.